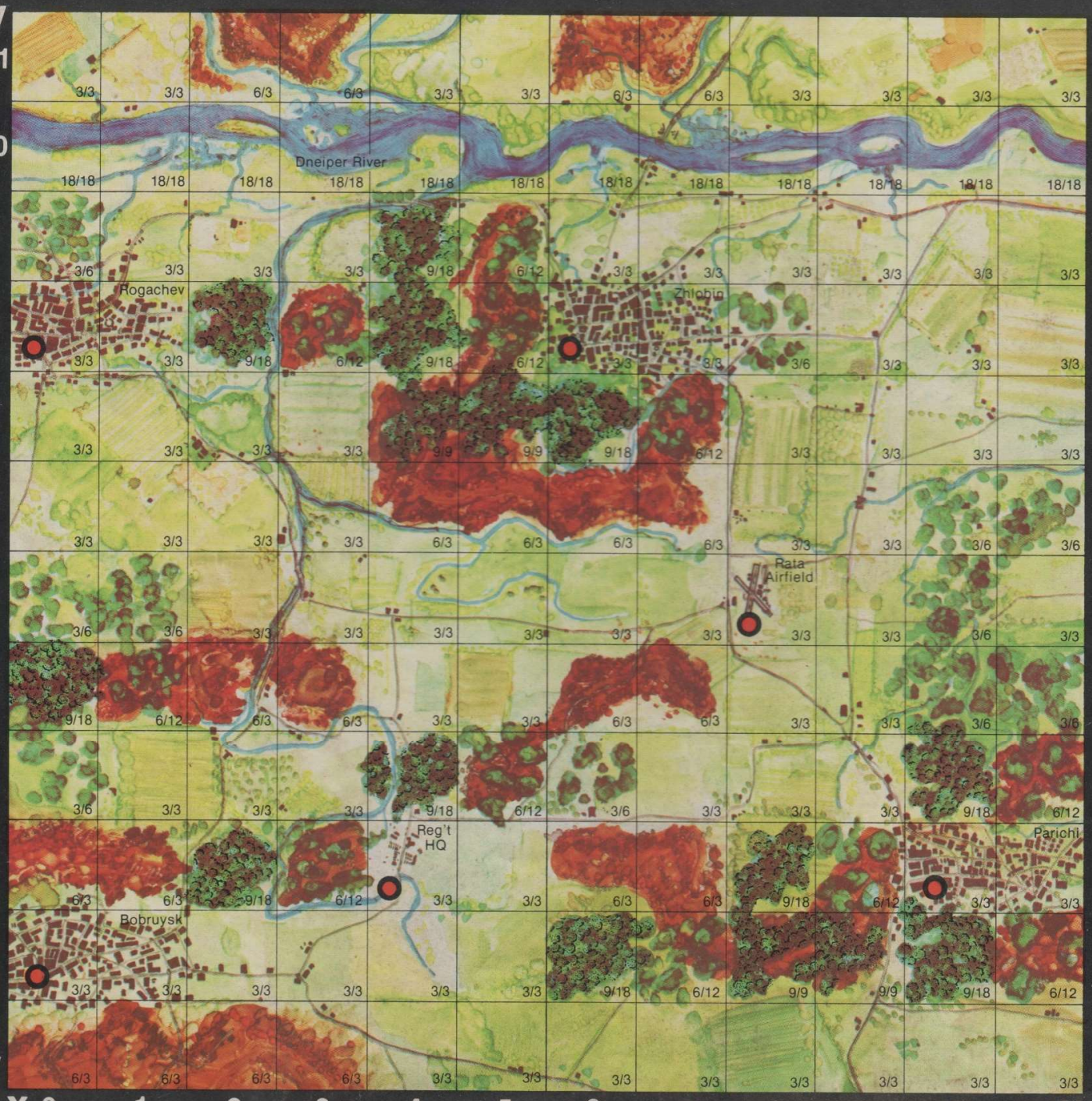
Dnieper River Line



City 3/3
Steppe 3/3
Light Woods 3/6
Open Hills 6/3
Light Wooded Hills 6/12
Forested Hills 9/9
Heavy Forest 9/18
River 18/18

Movement Point Costs Key:
3/6
Non-Mech/Mech

DIRECTIONAL GRID

8	1	2
7	0	3
6	5	4

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